



CARPETBAGGER

This is the Carpetbagger, bringing a bag-full of postal Diplomacy games, articles, and other items both related and not related to the game of Diplomacy.

Carpetbagger is edited and published by Stephen Bell, the last of the great carpetbaggers. Bell, born in Indiana and raised in Ohio, has migrated south to seek fame and fortune. He is still looking.

credits:

Diplomacy is an invention of Allan B. Calhamer, and is published by Games Research Incorporated, of Boston.

The sneaky-looking character portrayed at the left was adapted from a famous 19th-century cartoon by Thomas Nast.

RESULTS OF ISSUE #1: GOOD -- by the editor

My goals for issue #1 of Carpetbagger were three in number:
a) I wanted to announce to the world that I was open for business,
b) I wanted to try a few innovations in the format and production of a regular postal Diplomacy gamezine, and c) I hoped to provoke some discussion of my houserules. In terms of these goals, issue #1 can be confidently labeled a tremendous success.

First of all, if I may venture an understatement, the response was very gratifying. My mailing list for this issue numbers in excess of 60, but more important than this, I feel, is the number of people who have already submitted gamefees. I established the Carpetbagger subscription rates at just 50¢ for five issues, primarily because I was not expecting to attract more than three or four gamefees so soon; after all, it was perhaps audacious of me, a brand-new publisher, to request fees of \$8 for regular postal games (although the point can be made that only a brand-new publisher such as myself would have the complete freedom with his houserules to establish a gamefee structure like the one presented in Carpetbagger). You may thus understand my pleased surprise at the number of gamefees that I have received so far.

Secondly, in Carpetbagger #1 I learned a few lessons as a publisher. Probably the most obvious of the things with which I experimented was the "justified copy" (the even right-hand margins); I experimented with this in order to see the aesthetic benefits that would result, but in typing the stencils for issue #1 I soon discovered that any benefits are greatly outweighed by the added demands on my time, so, as is obvious, I have switched to "unjustified copy" with this issue. In the future, as I acquire greater experience, and as other innovations are tried and accepted/rejected, Carpetbagger should (hopefully) show continued improvement.

Lastly, Carpetbagger's house rules were definitely not greeted with universal yawns. A number of people offered comments and suggestions, and the great portion of this issue deals with a discussion of the house rules.

Incidentally, as I type this page I have no idea about the length that this issue will take, but it looks as if it may be slightly longer than a dozen pages. Do not expect such extravagance in the future, if only because of the postage costs. The next issue, and the issues of the conceivable future, will probably be 10 pages in length.

I accept game fees, subscription fees, and other monies in almost any form: checks, money orders, currency, coins, stamps, etc. I myself do not like to send coins through the mail; not only does it add weight to the letter, but it is also a calculated risk, since one can never be sure that the employees of the postal service possess common honesty. In my opinion, the best way to pay for the 50¢ initial subscription fees (and for any other fees totalling less than a dollar or so) is with stamps. However, one need only glance at my portrait on the first page of this issue to realize that I won't refuse cash sent to me through the mails, if you want to do it that way.

Several people commented that the thing they disliked most about Carpetbagger was my choice of paper; apparently, to some people it arouses memories of Graustark. Indeed, the type of paper that I have chosen for Carpetbagger does seem to be the same as is used in Graustark; I don't know what they call it in New York City, but in North Carolina this paper is called "topsham".

I chose to use topsham, not because I want to pattern this 'zine after Graustark, but because topsham offered the lowest price-per-page with quality, if not very high, at least adequate. Also, it was the only kind of paper that I could find in this particular color. Why did I insist on this particular color? Can you guess? (clue: It has something to do with the title of this publication.) You give up? Answer: the color may be called "ivory" by the paper manufacturer, but to me it is none other than the color first made famous during the War Between the States, "Confederate butternut".

Before the groans abate, let me quickly add that I have stocked 15,000 sheets of butternut topsham, enough to last for a while, so we had all best get used to it.

To us it has never seemed exactly pleasant
To see a beautiful setter on East Fifty-seventh Street looking
for a woodcock or a pheasant.

-- E.B. White

As for houserules 4, 6, 12, and 13, I would like to know why they might be considered "horrendous". If you think that a rule (or anything else) is bad, please tell me why. If you are right, I don't want to find out only when it is too late.

In any case, Mr. Beshara's comments are appreciated.))

"Dear Steve,

... On behalf of the International Diplomacy Association, it is a pleasure to welcome Carpetbagger into the fold of postal Diplomacy magazines.

We believe the readers, and future players, of Carpetbagger are in for a most unusual treat: participation in a new magazine which will develop into a major factor in postal Diplomacy, from the very beginning.

The International Diplomacy Association is encouraging capable and qualified individuals from within and without the organization to start their own Diplomacy magazines. We are pleased to see that Carpetbagger has joined the group.

Personally, it is a pleasure to see an officer of the organization who is both talented and a novice, join the field. We hope and expect from Steve Bell a magazine of the highest quality and wish him well with it." ((signed)) Larry Peery

((Larry is not only President of the IDA, he is a great friend of mine. Had it not been for his encouragement, I doubt if I would have become a publisher. Thus, you have him to thank (blame) for the existence of Carpetbagger; I would appreciate it if you would direct all hate mail to him, therefore.))

"Dear Steve,

... Your houserules were interesting although generally I hate to read H-R's. I don't like #15 as I believe that you are putting yourself on an impossible schedule. I know that you are using the rule to guarantee to the public that you will stay on schedule. However, no matter how good your intentions, there will be numerous occasions in the next three years when for one reason or another you will be late in publishing your zine. If you want to do a great job then do it, but don't potentially cripple yourself financially with a rule like that. Miller, Boardman, and Buchanan don't. For #17 I suggest that you get a phone if possible. Rule #25 sounds like a bookkeeping nightmare if you ask me. You are going to take a few classes at Davidson, aren't you? #26 is a good idea. If I ever start gamemastering again in the future I will ask for a deposit also. ..." ((signed)) Doug Beyerlein

((If I may confide something to Mr. Beyerlein and the rest of my readers, I do not like houserule #15 either. I have boxed myself in, and for 10 issues (30 weeks, not 3 years) there will be no way out, and no sane human enjoys putting himself into a position like this (the question of my sanity is yet another matter, so I won't go into that). However, and perhaps I have an over-idealistic concept of the gamesmaster's responsibilities, but I feel that he should be able to guarantee that his zine(s) will be published regularly. Through issue #10 I will need my gimmick to provide such a guarantee; hopefully, after issue #10, "reputation" will suffice.

I think that one of the many reasons why some newcomers become sometimes dis-illusioned by postal Diplomacy is the fact that few publishers deliver their zines consistently and regularly. "Old timers" perhaps recognize this as one of the "facts of life", but newcomers, and I among them, question if, indeed, this does need to be a fact of life.

Since the clear majority of Carpetbagger players will be newcomers, I have to be especially conscious of this fact. Thus, rule #15.

As for my personal situation, I consider Carpetbagger to be one of several responsibilities. Some of my other responsibilities, including, most notably, my education here at Davidson, are definitely more important, and should they ever conflict with Carpetbagger they will have to take priority. However, it is my task to see that they don't conflict, and I think that I can do it (or else I never would have started). With no more than five or so games at a time, I can probably publish those pages on the weekend after the deadline with little difficulty; this should leave about four or five pages per ten-page issue for other material, and I can print this at almost any time over the three intervals between deadlines. Right now I have the stencils for several future "Diplomacy Article Rejects" already cut and waiting to be used, for example. If time does become a problem, I will simply cut certain issues of Carpetbagger down to a bare minimum of pages.

As for the telephone, if I could get a personal phone and semi-regular hours, I would most certainly provide this service to the players. I felt bad about having to write this houserule.

Among other things, houserule #25 would have been a bookkeeping nightmare. See my comments on page 18.)

"Dear Stephen,

... In regards to HR #29, does it mean any three missed moves or does it mean any three consecutive missed moves? ... Do I get copies of the Carpetbagger between the time that I have sent in my gamefee and the game begins? ..." ((signed)) Bruce Chin

((To answer the second question first, yes, a person does receive each issue of Carpetbagger between the time that his gamefee is received and the time that the game begins. One person did send me \$8.50, \$8 for the gamefee and .50 for a subscription; the 50¢ was unnecessary, so 50¢ in stamps have been returned to this person.

As for Mr. Chin's first question, it is any three missed moves. This rule is included because I recognize that moves will occasionally be missed by even the most reliable of players. My record in this respect is no better than most. In 1971EX I got careless one season and I missed the deadline; as it turned out, this goof cost me my survival in the game, for my enemies were able to occupy all three of my supply centers in that fateful Fall turn. Needless to say, I learned a lesson, and have never since missed a move due to carelessness (or, luckily for me, any other reason).

I think the simple habit of mailing two separate copies of each set of orders will go a long way toward insuring that another source of missed moves, postal service irresponsibility, is eliminated. However, the fact remains that even the most meticulous of players may sometimes be betrayed by unusual circumstances. Houserule #29 is, I think, fair, for it gives a person two and even three chances.)

"Dear Steve,

I'm afraid your houserules will seal the fate of your 'zine before you start. You wish to run an elitest magazine with a dogmatic ruler -- I think that you could fall on your face.

1. Saying you WILL publish on every 3rd Monday (HR 15) is stupid! Have you ever heard of illness, broken machines, postal strikes, accidents, lack of time, exams, broken typewriters, etc., etc.? It is a very noble gesture but read the latest TTP publication to see the folly of such a "contractual statement"!!

2. Failure to accept sealed orders is unfair to the player. In short, if moves get lost they may miss a move. Why won't you accept S.O.?

3. Worst of all is #26! Why should a player give you \$4 to hold for him when he could get another game for the \$4 or leave it in the bank and get 5% interest? Next-- 'Who the hell are you?' -- will be the question. You demand players who will play but how do players know you will be around? Von Metzke, Walker and Buchanan can ask \$6-\$7.50 and get it. You can't! You are begging for an empty magazine with the gamefee/esgro rule!

4. The page for page trade is nonsense. You could 'charge' me 1¢ for a discrepancy and wait for hell to freeze over before you get it! You aren't encouraging traders, you are discouraging them! The fact that you might have a 20 page special now and then is great, then you bill everyone 7¢ because your 69 pages doesn't match their 62 pages -- oh, come one, Steve!!

5. What about 'zines you are playing in? Those persons can't trade or get the immediate \$4 savings on a gamefee.

In short, you're houseruling yourself out of business -- in my opinion.

Now that I've dumped on you let me say your zine was well done and I'll advertise it in LD 36. You have a good zine but I've warned you -- let's see who's right!

I will play in CB #A for a GF of \$4 -- I'm sorry, I can't afford \$8!" ((signed)) Len Lakofka

((There is nothing quite like opening your daily mail and reading your own obituary!

No, seriously, Mr. Lakofka took my plea for comments and criticism seriously, and I'm glad that he did, for I really did mean them. Believe it or not, of all the letters that I received, I was most happy to read this one; really! Mr. Lakofka echos the thoughts of many people, I'm sure, including some of my own thoughts!

Responding to the questions raised in his letter point-by-point:

I do not think of Carpetbagger as an "elitist" 'zine. True, I am making a special appeal to the reliable player, but only because he has so many of his postal games in other 'zines ruined by unreliable players. I still think that the reliable players form the vast majority of postal players in general (after all, how many spoilers does it take to ruin a game?), but if the dependable players are indeed so few as to be called an "elite", then the problem is much worse than I had thought, and even if the Carpetbagger gamefee structure works, it will probably be remembered as "too little, too late".

As for the charge of "dogmatic rule", this is probably true to a degree, in the same way that it is true in all other 'zines; only the publisher writes the first set of his houserules (no matter how much advice he may receive from others), so in that sense, the first set of houserules, and the 'zine itself, reflect his own opinions. However, I hope that, in time, Carpetbagger will become recognized as a truly "player-oriented" 'zine if there ever was one.

For my comments about houserule #15 (about the deadlines), pages 14-15 and 25 contain extensive discussions that need no redundancy. To those discussions, here let me add only that despite all the precautions that I have taken and will be taking, Mr. Lakofka is probably right: Carpetbagger, on occasion, will be late. However, when this happens, I feel that I will have failed in a responsibility of mine, and I should bear some consequences; God knows the players bear consequences of inconvenience and frustration when this occurs. Thus, for issues #1-#10

any consequences are financial, and from issue #11 on they become more intangible but no less real; I like to think that Carnethbagger players will appreciate this attitude of mine.

Why should a player want to deposit \$4 of his money with me? As "insurance", you might say, against spoilers. How can players be sure that I won't disappear with their "loot"? See page 20. Will my 'zine be empty? No, and I say that flatly. If Mr. Lakofka is right about the unpopularity of the Carpetbagger gamefee structure, I will switch to another system, perhaps another experiment or perhaps the traditional system. However, judging from early responses to Carpetbagger, I do not expect an empty 'zine, although to look at the number of people who have submitted gamefees for Carpetbagger "r" (the "traditional" game), I can only wonder if an empty 'zine might not be a very bad problem for me had I chosen to go all the way with a more typical structure. I tend to think that there is already a surfeit of the traditional 'zines in this hobby, but there is a need for publishers willing to try new approaches in attempting to solve old problems.

My trading policy was indeed, for a reason still baffling to me, nonsense. See page 18.

For the record, I am currently playing in four 'zines: Mr. Lakofka's own Neophyte, Mr. Chris Schleicher's Atlantis, Mr. Larry Peery's Peerisogie III, and Dr. John Boardman's Graustark. Because I do want to receive these 'zines even after the games conclude, I would like to begin a trading relationship with these men now, if they are willing. This will entitle them to the same gamefee rates that other traders have; for Mr. Lakofka, this would be \$4 for Carpetbagger "a". I am hopeful that he will be playing in this game.

This concludes remarks associated with this first letter of Len's, but Mr. Lakofka has mailed no less than three other letters to me since that first one of his. One of his letters elaborates on the points raised in this letter, bringing up little that is new, but if space permits I will print it in the next issue of Carpetbagger. Space may be limited, however, for the other two letters of Mr. Lakofka's contained original articles for carpetbagger, and one of them will appear in the next issue. I've read them over and I really like them, so this is a special treat for you to wait for.

And in conclusion let me simply say that Mr. Lakofka has taken the right kind of attitude toward Carpetbagger. I think. He disagrees with much of it, and yet he has taken an interest in it, and is supporting it, to an extent second to none. He will be watching the success and/or failure of Carpaibagger, for in either case there are lessons for everybody to learn. I may fall flat on my face, as Mr. Lakofka has predicted, or I may have started what will become the trend of the future. My chances for success are measurably improved thanks to the support of Mr. Lakofka.))

I have two more letters here (one from John Boyer and one from Gary Gehrke) that I had wanted to include, but space has run out. Ah, well, I'll try to include them in issue #3.

To sum up my conclusions, I will say that, in general, the response has been very complimentary to me. Overall, newcomers were the most enthusiastic, with experienced players largely silent, and game-masters being the most pessimistic. The trend is definite, and I have several theories to explain it, but this will wait until a full-length article on the subject sometime in the future.

Whether whether he was useful for leading the blind,
and for lifting falling brothers and concentrated vision on the path.

"Most publishers will print any articles that are submitted to them. The articles of this column achieved the rare status of having been rejected by at least one publisher."

DIPLOMACY ARTICLE REJECTS

Note-- The public reaction to "The Bell Variation of the Fake Phone Call" was a total surprise to me. Within just the first week after Carnethbagger #1 was published, I was flooded with scores of anxious fan letters from postal players; in the second week, the flood became a deluge. My postman actually developed a backache from delivering the tremendous mounds of my daily mail.

The content of the letters astonished me even more than did their numbers. Every single one of them, with no exceptions, requested my humble Secrets of Success for winning postal Diplomacy. These requests came from the newest of newcomers to some of the most experienced and skilled of players (including five of the players of the "Multiple Winner Invitational"). Many offered to pay large fees in exchange for my advice. My credibility itself may be threatened, but it is a fact nevertheless (albeit as unbelievable as it may seem), that one publisher actually said that he would trade with me under the Carnethbagger trading policy of issue #1 if I would simply share some of my Secrets with him!

Right now, in print, I want to respond to all of these requests with a simple: "no". It is of course a strong temptation, but I must refuse to exploit, for my personal material advantage, wisdom obtained from Above. That's right; although I did not mention it in the article itself, the idea for the "Bell Variation of the Fake Phone Call" came to me in a dream, and I'm convinced that its origin is none other than the Great Diplomacy Player in the Sky.

Ah, but the Finger of Fate is fickle indeed. Yesterday my articles were ridiculed, laughed at, and rejected time and time again. Today there are well respected. Tomorrow they will once again be ridiculed. How can I know? Easily; I've read the article printed below. This article should well re-establish the reputation I had intended for this column, a reputation for unexcelled junk.

"The Wrong Envelope Ploy" -- by Stephen Bell

In 1968CA victory was almost mine. My Russian troops had cooperated with the Turks in the southern theatre, and together we had destroyed Austria and were in the process of eliminating Italy. In the northern theatre, Russia had cooperated with England; Germany was our first victim, and France was sinking rapidly. At the end of 1907 the supply center totals stood: Russia (13), England (8), Turkey (7).

Unfortunately, my allies were becoming restless. Each had played thus far on the assumption that he possessed a game-long alliance with Russia, but each was now beginning to see that one of them would soon have to be stabbed. Obviously, this was exactly the case; all along, I had been planning to stab Turkey. However, it was now my task, during the negotiation period before Spring of 1908, to see that they would not join together against me.

At this time, I had not yet developed my repertoire of flamboyant tricks, so I employed a rather conventional, if crude, tool: the typewritten letter. In typing my letter to England, I pleaded with him to honor our treaty of game-long friendship; I pointed out to him that, by sticking with me, he would be assured of a second-place finish and had an outside shot at victory, whereas, by stabbing me, I would guarantee his elimination; finally, I added a suggested set of Spring orders, emphasizing the fact that my orders would contain the long-anticipated attack on Turkey. In my letter to Turkey I wanted to say

pretty much the same things, so I simply copied the letter to England that I had just finished (with the names "England" and "Turkey" reversed, and the orders a bit different, naturally). I then hurriedly typed the envelopes, sealed the letters, and sent them on their merry ways.

I waited for a response to the notes. And waited. And waited some more, beginning to worry as to the unique silence of my friends. My fingernails slowly disappeared. Finally, the deadline approached, so, uncertain as to what I should do, I reported a cautiously defensive posture for the Spring.

When the Spring moves were published my worst fears were realized; England and Turkey both turned on me, and I could feel my victory slipping (-sob!) away. I fought to my last piece, but I was eventually eliminated, and England and Turkey later agreed to a two-way draw.

After the game, I wrote to both England and Turkey, asking what had prompted them to stab me, as I had been confident that my letters would succeed with at least one of them (and probably, I had thought, both of them). This time, England did reply; to quote from his letter:

"... Before Spring of 1968, I received an envelope from you which contained a letter intended for Turkey's eyes. At first I was puzzled, but I soon concluded that you had carelessly switched a letter for Turkey with a letter for me. In any case, the content of the note was very interesting; if you enjoy any memory of what you had wanted Turkey to hear, you should easily understand why England stabbed you."

So that was it! A careless mistake had cost me the game! At least I had learned a lesson; this is one mistake I have vowed never to repeat.

Moral: "Take care to put letters written to a particular person into envelopes addressed to that player?" Wrong! This is where the men are separated from the boys. The truly skilled player heeds a slightly different moral: "Take care to put the right kind of letters written to a particular person into envelopes addressed to other players."

To illustrate, if I had really wanted to play it smart in 1968GA, this is the letter that I would have mailed to England before the Spring of 1968:

"Dear Turkey,

I regret to inform you that our alliance must come to an end. Russia and England enjoy an alliance which reaps, in my opinion, greater benefits than has our own, so I have decided to attack you. I hope that this can guarantee continued good Anglo-Russian relations, for I envision a two-way draw between England and Russia as the end result to such an alliance. Thus, unfortunately for you, the decision has been made, and Turkey must be eliminated. I'm truly sorry, but I'm sure that you can understand. Sincerely,"

Now there's a game-winning letter!

Note-- next issue: "A Lesson Learned"; the scheme suggested by the author of this article has already been employed in a postal game currently in progress. Results, as of today, are yet uncertain, but within the next three weeks the success (or failure) of the "Wrong Envelope Play" should be known, and will be detailed in Carpetbagger #3!

"A Tale of Woe" -- by the editor

PUBLISHER AFFLICTED BY DREAD DISEASE "IRRESPONSIBILITUS FIS-CALUS" -- BELL WELCOMES SYMPATHY CARDS -- BELL SPENDS MONEY AS IF IT WAS CONFEDERATE CURRENCY -- UNCLE SAM'S SPENDTHRIFT SUPERIORITY WANING IN FACE OF NEW CHALLENGER

These were the headlines that flashed round the globe last month when I became a publisher. My ancestors may be Scottish, but you'd never know it by the way I purchased equipment and supplies in order to begin Carpetchagger.

I had always heard that postal Diplomacy publishers lose a great deal of money, especially when they first start, and fortunately for me, I heeded these words of warning. I worked hard over the summer, and set aside for Carpetchagger no less than \$400 of my total earnings. The following chart shows how rapidly that sum has dwindled:

Mimeograph machine and equipment (new)	134.71
Postal scales	2.79
Mimeograph supplies (48 stencils, 6 cans of ink, 6 ink pads, etc.)	26.68
Postage stamps	25.12
Clasp envelopes (100)	2.89
Paper (15,000 sheets of topsham)	44.62
Paper (2,000 offset front pages)	19.71
grand total	256.52
balance	143.48

As is obvious, the financial burden has been heavy. It would be unbearable were it not for the facts that the supplies should last for a while and that the above chart does not include income from gamefees and subscription fees. However, if anybody is worried that I may disappear with their gamefees to my profit (!!!), let this chart dispel any doubts.

GAME OPENINGS!!

Six games are open in Carpetchagger. Anybody is welcome to submit gamefees for any or all of the open games. Rates are detailed in the discussion of the Carpetchagger houserules.

Carpetchagger "a": this game is primarily for skilled players; thus far, only Len Lakofka has expressed a desire to play in this game.

Carpetchagger "b": this game is also for experienced players; Arnold Proujansky and Herb Barents have both promised to play, but neither has yet submitted his gamefee.

Carpetchagger "c": hopefully, this game will exhibit some good press releases; paid already are James Massar and Dick Trtek.

Carpetchagger "d": this game is primarily for newcomers to the hobby.

Carpetchagger "e": this game is also primarily for newcomers; already paid are Patrick Walker, Bruce Chin, Lee Greenwood, Richard I. Meyer, John McBride, and Bruce Gross; one more player, and this game can get underway.

Carpetchagger "f": this game is open to anybody; houserules are identical to those of the other games, except gamefees will be \$2 for traders and \$4 for others, with no portions of the gamefees being returned to anyone; paid is Charles Welsh.

THE BELL SYSTEM (2nd EDITION)

The following pages contain a rather lengthy discussion of my houserules, but hopefully, they will not be entirely devoid of interest. Each houserule is quoted as it appeared in issue #1 of Carpetbagger. Then, the comments (if any) will be given. Finally, three of the rules have been revised; the revised rules will be quoted in full, after any commentary.

The body of 23 rules unchanged from issue #1, plus the three revised rules, shall be called the "Bell System (2nd Edition)", and will be the official houserules for Carpetbagger as of 18 September 1972. Separate copies of the "Bell System (2nd Edition)" have been printed, and one will be mailed to each new player in a Carpetbagger-sponsored game....

in issue #1, houserule #1: "The gamesmaster/publisher reserves the right to reject any person's application for playing in a Carpetbagger-sponsored game, and to refuse to accept a person's gamefee, for just cause. Upon submission of the required gamefee and acceptance of that gamefee by the gamesmaster/publisher, a player is admitted to the game."

I must confess, I included these lines among the Carpetbagger houserules without giving them a great deal of thought. I noticed that most of the houserules that I consulted included a rule similar to this, so I, conformist that I am, decided that the Carpetbagger houserules should have such a rule, too!

However, I now think that I made a mistake with the first sentence of this rule. Something in its tone does, indeed, leave the impression that this 'zine will be operated almost like an exclusive country club. A few of the persons who have submitted gamefees to me sounded almost defensive about it, cautiously describing their reliability. Come to think of it, perhaps it was this sentence that prompted Mr. Lakofka's charge of "elitism" (see his letter-to-the-editor, reprinted elsewhere in this issue), although his own houserules contain a rule similar to this.

Anyways, these were not the impressions that I wanted to give. Everybody is welcome to play in Carpetbagger-sponsored games. When the rule was written, I momentarily thought that perhaps, under very unusual circumstances, I would need to reject a player's gamefee, but the more I think about it now, the more difficulty I have in imagining any such circumstances; I cannot now think of a single person whose gamefee I would reject, with the possible exception of "Eric Blake".

Thus, in the second edition of these houserules, rule #1 will be amended to the following:

"Upon submission of the required gamefee, a person is admitted to a Carpetbagger-sponsored game."

2. "When a Carpetbagger-sponsored game is being organized, the gamefee of no potential participant will be accepted if that person shares the same telephone area code with anybody already accepted for the game."

This rule is the one exception to all that I said above.

One potential problem in putting this rule into practice was pointed out by John Beshara. What happens should a player switch residence to a home with the same area code as that of another player? I suppose I could write a houserule forbidding such a thing (snicker-snicker), but rather than that, I will refer to this rule only when persons first enter the games.

In the second edition, this rule remains unchanged.

3. "Countries are assigned through the use of ranked preference lists submitted by each player. Higher preference always has precedence over lower; conflicts between equal preference are settled by lot. Players who submit no list are assigned by lot to the remaining countries."

This rule remains unchanged.

4. "Any player in a Carpetbagger-sponsored game may accept the advice of a "consultant". However, the consultant must be a subscriber to Carpetbagger. Furthermore, his identity must be publicized to the gamesmaster/publisher and the other players."

I do not like the system of consultants; I feel that the best, and probably the fastest, way for a newcomer to acquire skill is for him to make mistakes (and hopefully learn from them) on his own. However, I also recognize that many newcomers may disagree with me, and may desire the assistance of a consultant. Thus, houserule #4 permits consultants.

To be fair to the other players, a person receiving the advice of a consultant should want to announce this fact, and should want to report the name of the person who might justifiably be called his "partner" in the game. Every player in a postal game should know the names of all of his opponents, and houserule #4 guarantees that, in Carpetbagger-sponsored games, he will.

This rule remains unchanged.

5. "Deception of the gamesmaster/publisher will result in immediate dismissal from all Carpetbagger-sponsored games."

When the gamesmaster/publisher is deceived, somebody benefits unfairly, and other are damaged unfairly. This rule is written not to protect the gamesmaster/publisher; it is written to protect the other players and the integrity of the particular game itself.

This rule remains unchanged.

6. "Should a player in a Carpetbagger-sponsored game learn that, for some reason, a fellow player has not received the latest season's moves for the game, he is under obligation to report this fact to both that fellow player and the gamesmaster/publisher. Failure to do so will result in immediate dismissal from all Carpetbagger-sponsored games."

This rule is also designed to protect players from unfair disadvantages. If the postal service loses a player's copy of Carpetbagger, then that player becomes the victim of an unfair disadvantage. Now, common sense dictates that if more than a week passes after a deadline, and if a player's copy of Carpetbagger has not yet arrived, then he should assume that somewhere a mistake has been made and he should correct it as soon as possible. However, as an added protection, a protection that will seldom (if ever) be used, but that will be there if ever needed, houserule #6 has been written.

In re-reading houserule #6, it sounds almost unduly harsh. This is not the impression that I want to give; like houserule #5, #6 is designed only to protect all players by emphasizing that "procedural ethics" (honesty with respect to the procedures of postal games) must be respected.

This rule remains unchanged.

7. "Unless otherwise specified, the rules of Diplomacy (1971 edition) and the rules of Carpetbagger will be used in all games. Any situations that arise which are covered neither in the 1971 edition of the rules for Diplomacy nor in the houserules for Carpetbagger will be resolved at the discretion of the gamesmaster/publisher; his rulings are final. Once underway, for no game may the rules be revised without the unanimous consent of the players and the gamesmaster/publisher; revisions cannot be made retroactive."

There is one noteworthy thing about this houserule, and that is the phrase, "Once underway, for no game may the rules be revised without the unanimous consent of the players and the gamesmaster/publisher." This may sound very negative, but what it actually means is that the houserules are, in reality, authored by the players themselves! If they want to change some or all of the houserules, presto, the deed is done. There is the phrase, "... and the gamesmaster/publisher...", but my intentions in including this line were only self-defensive, not restrictive. About the only type of houserule change that I would vote against would be, for instance, the addition of the following: "When a game reaches the year 1905, all players still active will receive a \$10 gift from the gamesmaster/publisher, along with an autographed copy of Carpetbagger." Considering the popularity of my autograph, there would be little difficulty in getting unanimous player approval of such a rule, but, as I'm sure you'll agree, I would have no choice but to vote against it. However, believe me, I will not stand in the way of any legitimate revision in the rules.

The rule remains the same in the second edition.

8. "Errors of adjudication are the responsibility of the gamesmaster/publisher, and no player is obligated to notify the gamesmaster/publisher of any errors in that player's favor. Errors neither detected by the gamesmaster/publisher nor shown to him, before adjudication of the following season's orders, will be allowed to stand."

This rule remains unchanged.

9. "Unordered units will stand. If dislodged, they will be disbanded."

This rule was found in all of the houserules to which I referred, so I really didn't expect any dissent. However, John Beshara did comment on this rule, and he raised a good point, I think. To repeat a quote from his letter (which is reprinted, in full, elsewhere in this issue), "... Throughout my years in postal Diplomacy, I've steadfastly contended unordered-dislodged units should be permitted to retreat; it results in more orderly conduct of the game. To disband these units permits players to win by default and results in double-jeopardy to the players whose unit or units are disbanded..." This appears to be a fancy way of saying that unordered units should be treated as if ordered to "hold". However, houserule #9 will stand, since I feel that a player who neglects to order one of his units (because of carelessness or laziness or whatever) should not own the same right of retreat that a player who does take the effort to order all of his units enjoys. Here again, I have to admit that this reflects only my personal attitudes, so the players in any game are welcome, if they disagree, to vote, according to houserule #7, in an attempt to "dislodge" and "disband" this rule.

This rule remains unchanged.

10. "When a player neglects to make a removal, the gamesmaster/publisher will make the removal; his choice will be made according to his judgement as to the unit whose absence will least damage the player. The gamesmaster/publisher cannot, and should not, be trusted to possess any intelligence, but he should be as objective as is possible."

This rule remains unchanged.

11. "For the purposes of adjudicating convoys, attacks upon convoys will be considered before any results of the convoy itself are considered. If sufficient valid support is given to dislodge a convoying fleet, then the convoy fails and does not affect its intended site of debarcation. If insufficient support is given in attempting to dislodge the convoying fleet, then the results of the convoy may be considered."

This rule remains unchanged.

12. "A player need not necessarily meet the victory criteria of the rules of Diplomacy to win a Carpetchagger-sponsored game. A player can be declared the winner should all other active players agree. Places other than first may also be agreed upon."

and

13. "A draw shall occur by agreement of all the active players at any time during the course of the game."

These are simple adaptations of more complicated variations of the same things that can be found in most houserules. I don't expect rule #12 to be used very often, and if it ever should be employed it will probably be only in games whose outcomes are already beyond doubt, and thus beyond a point where they contain any more interest for the players. As for #13, I feel that this is the only way to conclude a game in a manner fair to all the active powers in a game. The Rulebook itself states that all active players share equally in any draw, and although this may not reflect the reality of many games that are stale-mated, Carpetchagger will respect the rule; of course, the ratings people will be perfectly free to label the results of the game as they please.

Incidentally, in typing issue #1 of Carpetchagger, I overlooked a second sentence that should have been added to houserule #13. Thus, in the second edition of my houserules:

houserule #12 remains unchanged.

houserule #13 reads: "A draw shall occur by agreement of all the active players at any time during the course of the game. Should two game-years pass without any supply centers changing hands, the gamesmaster/publisher may declare the game a draw."

14. "The seasons of a game-year are called "Spring" (for Spring moves), "Summer" (for retreats following Spring moves), "Fall" (for Fall moves), "Autumn" (for retreats following Fall moves), and "Winter" (for builds and removals). Spring is a regular turn of the game and will never be bypassed. Summer will appear as a separate season only when there are more than three adjustments to be made; otherwise, Summer will be bypassed, with any Summer adjustments appearing with the Fall orders (which are then made conditional upon those adjustments). Fall is a regular turn of the game, and will never be bypassed. Autumn will appear as a separate season only when there are more than three adjustments to be made; otherwise, Autumn will be bypassed, with any Autumn adjustments appearing with the Winter orders (which are then made con-

ditional upon those adjustments). Winter will appear as a separate season only when there are more than three adjustments (including any Autumn adjustments, should Autumn have been bypassed) to be made; otherwise, Winter adjustments will be included with the following Spring's orders (made conditional on those Winter adjustments)."

This rule remains unchanged.

15. "Carpetbagger will be published and distributed on every third Monday. Through issue #10, every person active in at least one Carpetbagger-sponsored game will receive a gift of \$1 should Carpetbagger be distributed more than 24 hours late."

I was surprised by the relative silence about this rule. It seems to have slipped by nearly everybody unnoticed, or I should think that more than just two persons would have remarked about it, for house rule #15 is, to my knowledge, unique.

It seems to me that, when a gamesmaster takes the game fee of a person for a postal game, that publisher has just committed himself, if nothing else, to seeing that the game progresses regularly; otherwise, the player loses interest in the game and justifiably feels cheated; as is well known, this is where Buddy Tretick has gotten himself into trouble in the past, and why Larry Peery is currently on the chopping block. In Carpetbagger, where high standards of reliability are expected from the players, all of this is especially true.

I wrote this house rule to emphasize that I will do everything in my power to fulfill this commitment. Normally, until Carpetbagger could acquire a reputation for regularity of publication, I would not be able to do much more than to offer my promises. However, I felt that this issue is too important to depend on the mere words and good wishes of the publisher; thus, "Through issue #10, every person active in at least one Carpetbagger-sponsored game will receive a gift of \$1 should Carpetbagger be distributed more than 24 hours late," was added to the house rules themselves. I stand by this house rule. I hope that I never have to distribute the \$1 gifts, but if Carpetbagger is ever more than 24 hours late, I will. However, players are warned not to expect any issues to be late; believe me, if your publisher is threatened with a potential loss of \$30-\$40, he will do everything humanly and inhumanly possible to avoid it.

I freely admit that the promise of a \$1 gift is a gimmick, although I am indeed completely serious about it. However, after the first 10 issues, I am hoping that Carpetbagger will have acquired a reputation for regularity, rendering such a gimmick no longer necessary. Thus, from issue #11 on, the \$1 gift will no longer be available.

In conclusion, let me simply add that of the gamesmaster/publishers with whom I am acquainted, only James Massar and John Boardman have always and completely fulfilled their commitment, with respect to regularity of publication, to their players. I believe that Boardman especially, with his 'zine Graustark, has established a record that all publishers have to respect. As for Carpetbagger, although I can never hope to equal it, I promise to try.

This rule remains unchanged.

16. "Deadlines will be every third Friday, and will be strictly enforced."

This rule remains unchanged.

17. "As a college student living in a dormitory, the gamesmaster/publisher is, unfortunately, unable to accept phone calls. Telegrams and smoke signals are also discouraged."

I feel very badly about having to establish a rule such as this, but the circumstances of my situation here at Davidson College leave me with little choice. Hopefully, with regular 3-week Friday deadlines, players can settle into a routine for submitting orders by mail, so that last minute telephone calls wouldn't be needed even if they were possible.

This rule remains unchanged.

18. "Only the player for a nation, or a temporary substitute, is authorized to make orders for that nation. Sealed orders are therefore of no benefit."

Although I did not mention it when I wrote this rule, this, too, reflects the circumstances of my perhaps unique situation. To my knowledge, I am the only person in this entire area who plays Diplomacy. As I steadfastly refuse to become involved in the Carpetbagger-sponsored games except as the gamesmaster/publisher, if sealed orders were allowed by the houserules then there would be no "neutral parties" to whom I could turn who could consult a person's sealed orders and make the moves for him in the event of a missed deadline.

However, even if it were possible for me to use sealed orders, I'm not so sure that I would even then change this houserule. This gets into some of my "philosophical" concepts about the source of conflict in postal Diplomacy games, a topic which will be the subject of a future Carpetbagger article.

This rule remains unchanged.

19. "Future orders, made conditional upon the outcome of current moves, are acceptable and welcome, if they are specific and complete."

This rule remains unchanged.

21. "Orders must be legible, and will be accepted on post cards or nearly anything else. They must contain the game number (Boardman number or, if that is unavailable, 'zine number), game year and season, country being commanded, the date upon which the orders were written, and the signature of the player; orders without signature will not be accepted."

This rule is good, but does not, I know now, go far enough. Add to it to make the following:

"Orders must be legible, and will be accepted on post cards or nearly anything else. They must contain the game number (Boardman number or, if that is unavailable, 'zine number), game year and season, country being commanded, the date upon which the orders were written, and the signature of the player; orders without a signature will not be accepted.

If more than one set of orders is submitted by a player for a given season, then the set with the latest date (or, if two sets of orders are shown for the same date, the latest postmark) will be used. Joint orders, signed by all parties, may be submitted, but any signatory may subsequently and unilaterally change his orders, prior to the deadline.

A unit ordered to a space not on the playing board, or ordered to take some action other than a legal order (e.g.: A Bur-Hell, A Mos whistles "Dixie", A Pic-Switzerland) will be considered as ordered to "hold" for the purposes of being supported in place. An order to move to a location on the board, even though impossible (e.g.: A Par-Tun, A StP-BarentsSea, F Tuscany-Venice) will render the unit so ordered ineligible to be supported.

Badly written orders will be followed, whenever they have unequivocal meanings, regardless of their original intent. This includes: unit wrongly designated (A or F), unit wrongly located, and so on. Badly written orders which have no clear meaning will be printed exactly as received." ((whew!))

oops, I see that I just now overlooked... 20. "Certified mail and special delivery letters are discouraged, both by high costs and by the gamesmaster/publisher. Orders received with postage due will be accepted, but the player will be required to reimburse the gamesmaster/publisher promptly."

Certified mail and special delivery mail have their advantages, but these advantages do not extend into the world of postal Diplomacy. Neither travels any faster than does regular air mail, and, considering the fact that I am seldom at my address, such mail can even be a liability to players in Carpetbagger-sponsored games.

This rule remains unchanged.

22. "Normally, abbrev. are not used in Car.; where used they will be self-explan., I hope."

This rule remains unchanged.

23. "Notation: Underlined orders fail; "A" = army; "F" = fleet; "-" = attacks; "C" = convoy; "S" = support; "H" = hold; "R" = retreats to."

This rule remains unchanged.

24. "Press releases are encouraged, although the gamesmaster/publisher reserves the right to edit them for reasons of taste and/or length. The author must be identified, both when the press release is submitted, and when the press release is published."

The one noteworthy phrase of this house rule is, "The author must be identified ... when the press release is published." This rule is designed to eliminate the confusion that exists in some games as to the author of press releases with unusual datelines. I am hoping that this rule will benefit the newcomers especially; at least I know that, as a relative newcomer to the hobby, I wish that such a house rule had been written for some of the postal games in which I am currently playing.

Press releases in Carpetbagger will be printed according to the following format:

Marseilles (Guesswho)(HB): ((message))

In this example, "Marseilles" is the dateline, to be submitted by the author; should no dateline be specified, the capital city of the author's country will normally be given. "(Guesswho)" is the "wire service", optional by the author. "(HB)" is where the gamesmaster/publisher has identified the author by his initials. Wherever possible, the message will be completely un-edited, mistakes and all.

This rule remains unchanged.

25. "Other publishers are enthusiastically encouraged to trade with Carpetchagger. The trading relationship will be a 'one printed page for one printed page' relationship.

Each issue of Carpetchagger will be mailed to the 'trader', and each issue of the trader's publication(s) will be mailed to Carpetchagger. At the end of each six-month period, the number of printed pages that have been exchanged will be tallied.

Should the trader have mailed more printed pages to Carpetchagger than he has received, then the trader will have the options to:

- a) receive additional copies of Carpetchagger issues (of the trader's choice) so that the exchange of printed pages balances, or
- b) charge Carpetchagger 1¢ for each printed page that has been mailed to Carpetchagger in excess of the sum of Carpetchagger pages, or
- c) charge Carpetchagger at a previously negotiated rate.

Should Carpetchagger have mailed more printed pages to the trader than it received from him, 1¢ for each of the excess pages will be charged."

When I designed this trading policy, I honestly thought that it would be one of the most popular and least controversial features of my houserules. I was anxious to trade with all other publishers, so I had tried to make houserule #25 an attractive trading policy, and I honestly thought that I had succeeded. Although I refused to commit myself in issue #1, I assumed that most issues of Carpetchagger would be 10 pages long, and I thus concluded that a majority of any traders would be sending me more printed pages than I'd be sending them; I further concluded that, if I would be paying 1¢ per extra page, then I would become almost like an outright subscriber to such publishers, and that they would therefore flock to my offer. You therefore can understand why the response to this houserule came as a complete shock to me. On my trading policy, the reaction was huge (there were more comments on this one houserule than on the rest of the houserules, including the gamefee structure, combined) and unanimously (and loudly!) unfavorable. Only a handful of publishers said that they would trade, while a number said that they would like to trade if only I'd revise the Carpetchagger trading policy. It thus becomes obvious that, in designing this houserule, I have betrayed my inexperience as a publisher, for I completely missed the boat somewhere (although I still do not know exactly how!).

Anyways, I still want to trade with other publishers, so this policy will have to be changed. In the second edition of the Bell System, houserule #25 reads as follows:

"Other publishers are enthusiastically encouraged to trade with Carpetchagger. The editor will trade on a title-for-title or on an all-for-all basis."

((Aboooout FACE! Forwaaard, march!))

And rules 26-31 cover the Carpetchagger gamefee structure and my rates. Space limitations prevent me from going into a discussion of these rules here, so suffice it to say that they will remain unchanged. Some comments about the gamefee structure appear on pages 3-7 of this issue (the letters-to-the-editor column), and the entire subject will likely be a recurring theme of this publication, so its not that I am trying to sidestep the topic; its simply that 20 pages is enough ((yawn!)) for one issue....